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(43) **Pub. Date: Feb. 24, 2022**(54) **SYSTEM AND METHOD FOR SESSION
MANAGEMENT IN A MULTIPLAYER
NETWORK GAMING ENVIRONMENT****Publication Classification**(51) **Int. Cl.**
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13/352 (2014.09); *A63F 13/55* (2014.09)(71) Applicant: **TAKE-TWO INTERACTIVE
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Robert Schmitz, Carlsbad, CA (US)(21) Appl. No.: **17/520,395**(22) Filed: **Nov. 5, 2021****Related U.S. Application Data**(63) Continuation of application No. 17/033,231, filed on
Sep. 25, 2020, now Pat. No. 11,192,032, which is a
continuation of application No. 15/807,371, filed on
Nov. 8, 2017, now Pat. No. 10,814,233.(57) **ABSTRACT**

Disclosed are systems and methods for session management. The disclosed system allows for seamless merging and splitting of network sessions in a multiplayer network gaming environment. Seamless session management allows dynamic movement of players in a virtual world during gameplay without unnecessary loading and/or stalling. As the players in the virtual world move around, the management of active game sessions can be improved to effect a more realistic perceived population.

